

PROGRAM GUIDE

CUB SCOUT SUMMER CAMP

20



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UPDATE LOG

January 17

This Program Guide was published.

May 23

- General grammatical corrections
- Tiger advancements added
- Pack Camp programs, schedules, and advancements added

June 24

- Rocket Engineers description updated to add more clarity

June 28

- Pack Camp schedule updated

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THE TUCKAHOE SPACE ACADEMY

Welcome to the Tuckahoe Space Academy, where Scouts become explorers of the final frontier—our universe! At Camp Tuckahoe, the wonders of space come to life as we delve into the science and exploration that drive humanity's quest to understand the cosmos. From navigating the stars to uncovering the secrets of distant planets, every moment at camp will ignite curiosity and inspire the next generation of astronomers, engineers, and space enthusiasts.

Scouts will embark on hands-on adventures in rocketry, learn how telescopes unveil the mysteries of the night sky, and discover the vital role that teamwork plays in space exploration. They'll take on challenges like building landers to protect delicate payloads and testing their mettle in astronaut-style training activities. Along the way, Scouts will learn about the latest discoveries in space science and hear inspiring stories of astronauts and scientists who turned dreams into reality.

Whether it's gazing at the stars during an evening stargazing session or constructing models of the Mars rovers, the Tuckahoe Space Academy will spark a sense of wonder and adventure that stays with Scouts long after camp ends. The universe awaits—are you ready to launch your journey?





A young boy is standing on a wooden dock, smiling at the camera. He is wearing a Cub Scouts cap with a colorful plaid band and a blue and white logo. He is also wearing a dark green jacket and dark shorts. He is holding a small, light-colored fish by a string attached to a yellow lure. The background shows a body of water and a forested shoreline. A semi-transparent green banner is overlaid across the middle of the image, containing the text "CUB SCOUTS" in white, bold, sans-serif capital letters.

CUB SCOUTS

CAMP-WIDE PROGRAMS & ACTIVITIES

FLAG CEREMONIES – Daily, 7:45 AM and 5:45 PM

Demonstrate your patriotism by attending daily flag ceremonies or volunteer to assist the color guard with their duties. Our daily assemblies offer chances for communication and recognition, so make sure to arrive on time at Parade Field!

POLAR BEAR SWIM – Day Two, 7:00 AM

If you're craving a morning adventure, this program will even satisfy the earliest risers! Swimming in the "artic" water of our pool will surely build your appetite for breakfast.

INTERFAITH CHAPEL SERVICE – Day Two, 7:15 PM

During every session this summer, Scouts will be invited to our Scouts' Own Service. These non-denominational, interfaith services are conducted at Tuckahoe's Memorial Mall, within sight of the Chapel of the Four Chaplins. Sounds will be sung, lessons will be offered, and all will recall the Scout's highest obligation is to do their duty to God and country.

SPACE CADET GAMES – Day Two, 7:45 PM

For many years, the Space Stations of Tuckahoe have been in competition with one another. But now, with the discovery of a valuable asteroid rich in resources, they must join forces to reach it before others do. In the Tuckahoe Space Games, cadets will compete in astronautical challenges to see who is best equipped to secure the bounty. These challenges will test your abilities and require you to draw upon all the skills you have mastered. Are you ready for the challenge?

CUB WORLD OVERNIGHT EXCURSION

While your campsite will serve as "home base" during you stay at Tuckahoe, every Pack can schedule an overnight excursion to sleep in one of our Cub World theme areas. Reservations will be honored in the order they are received until all spaces are full, so don't wait until the last minute to stake your claim! Please indicate your preference when you register for camp, and expect to be informed of your assignment on the evening of your arrival.

The Fort and Castle, perennial favorites, each accommodate 40 campers. The Teepee Village has space for 36 campers, while the Pirate Ship can accommodate 20. Please note that, while not quite as weatherproof as our other options, in fair weather the teepees and ship can provide overnight experiences that are impossible to beat!

Participants in this program will transport their own gear from the campsite, so we suggest limiting your overnight gear to what can comfortably carry (a sleeping bag and pillow would suit most campers). You should also plan to awaken early to return to your campsite, clean up, and still make it to our morning flag raising ceremony on time.


FAMILY NIGHT BARBECUE


What better way to conclude your stay at Tuckahoe than to host your family and friends for a little taste of the camping experience? Guests may arrive starting at 5 PM on the final day of each session and, for a small charge, join us for dinner. Guest may even plan to stay for the closing campfire show! Please inform your guests in advance of our requirements that all guests check in at our Camp Office upon arrival.





ADVENTURE INFORMATION


TIGER ADVENTURES

	ARCHERY	
	Location:	Archery Range
	Requirements Completed:	


	BB GUNS	
	Location:	BB Range
	Requirements Completed:	


	CHAMPIONS OF NATURE	
	Location:	Treehouse
	Requirements Completed:	#1, #2, #3, and #4


	FISH ON	
	Location:	Nature Lodge
	Requirements Completed:	#1, #2, #3, and #4

	FLOATS AND BOATS	
	Location:	Waterfront
	Requirements Completed:	#1, #2, #3, and #4





	LET'S CAMP	
	Location:	Scoutcraft
	Requirements Completed:	#1, #2, #3, and #4

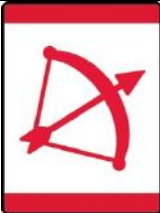
	SKY IS THE LIMIT	
	Location:	Frontier Fort
	Requirements Completed:	#2, #3, and #4

	TIGERS IN THE WATER	
	Location:	Pool
	Requirements Completed:	#1, #2, #3, #4, #5, and #6


WOLF ADVENTURES


	A WOLF GOES FISHING	
	Location:	Nature Lodge
	Requirements Completed:	#1, #2, #3, #4, and #5


	AIR OF THE WOLF	
	Location:	Frontier Fort
	Requirements Completed:	#1, #2, #3, and #4


	ARCHERY	
	Location:	Archery Range
	Requirements Completed:	




	BB Guns	
	Location:	BB Range
	Requirements Completed:	


	CHAMPIONS OF NATURE	
	Location:	Treehouse
	Requirements Completed:	#1, #2, #3, and #4

	PAWS FOR WATER	
	Location:	Pool
	Requirements Completed:	#1, #2, #3, #4, #5, and #6


	SPIRIT OF THE WATER	
	Location:	Waterfront
	Requirements Completed:	#1, #2, #3, and #4


BEAR ADVENTURES


	A BEAR GOES FISHING	
	Location:	Nature Lodge
	Requirements Completed:	#1, #2, #3, #4, #5, and #6


	ARCHERY	
	Location:	Archery Range
	Requirements Completed:	





	BB GUNS	
	Location:	BB Range
	Requirements Completed:	

	BEARS AFLOAT	
	Location:	Waterfront
	Requirements Completed:	#2, #3, #4, #5, #6, and #7

	CHAMPIONS FOR NATURE	
	Location:	Treehouse
	Requirements Completed:	#1, #2, #3, #4, and #5

	SALMON RUN	
	Location:	Pool
	Requirements Completed:	#1, #2, #3, #4, and #6

	SUPER SCIENCE	
	Location:	Frontier Fort
	Requirements Completed:	#1, #2, #3, and #4

	WHITTLING	
	Location:	Cub Scout Pavilion
	Requirements Completed:	#1, #2, #3, and #4



PROGRAM ACTIVITIES

Upon arriving at Camp Tuckahoe, each unit will be assigned to one of eight program rotation groups. The unit will then travel with that group for all scheduled program periods. Each day, color groups will have one session of assigned program (starting at the indicated location). During the other program time, Scouts will have the ability to “build their adventure” and choose two activities to participate in.

DAY TWO PROGRAM ROTATION SCHEDULE

	Program 1	Program 2
Red	Aquatics (start at Swimming)	Build Your Adventure
Orange	Aquatics (start at Boating)	Build Your Adventure
Yellow	Build Your Adventure	Aquatics (start at Swimming)
Green	Build Your Adventure	Aquatics (start at Boating)
Blue	Build Your Adventure	Range Activities (start at Archery)
Purple	Build Your Adventure	Range Activities (start at BB)
Black	Range Activities (start at Archery)	Build Your Adventure
White	Range Activities (start at BB)	Build Your Adventure

DAY THREE PROGRAM ROTATION SCHEDULE

	Program 3	Program 4
Red	Range Activities (start at Archery)	Build Your Adventure
Orange	Range Activities (start at BB)	Build Your Adventure
Yellow	Build Your Adventure	Range Activities (start at Archery)
Green	Build Your Adventure	Range Activities (start at BB)
Blue	Build Your Adventure	Aquatics (start at Swimming)
Purple	Build Your Adventure	Aquatics (start at Boating)
Black	Aquatics (start at Swimming)	Build Your Adventure
White	Aquatics (start at Boating)	Build Your Adventure

PROGRAM LOCATIONS

Aquatics – Swimming: Pool
 Aquatics – Boating: Waterfront
 Range Activities – Archery: Archery Range
 Range Activities – BB: BB Range
 Climbing: Climbing Tower
 Fishing: Nature Lodge
 Whittling: Cub Scout Pavilion
 Rocket Engineers: Frontier Fort
 Space Lab Adventure: Frontier Fort
 Tuckahoe Adventure: Scoutcraft
 Champions of Nature: Treehouse



ADVENTURE PROGRAMS

In our designated adventure programs, Scouts are assured of engaging in the most sought-after activities: archery shooting, BB shooting, boating, and swimming. As Scouts immerse themselves in these thrilling pursuits, they'll simultaneously advance their skills while enjoying quality time with family and friends. With an array of dynamic activities, Scouts can expect to experience the best summer camp has to offer.

ARCHERY SHOOTING

Archery Shooting at Camp Tuckahoe provides Scouts with a chance to explore the ancient art of archery, prioritizing safety and skill development. Under the guidance of experienced instructors, Scouts will master the basics of archery, including proper stance, grip, and release techniques. Through consistent practice and encouragement, they'll gradually advance from beginners to skilled archers, enjoying the thrill of hitting targets with increasing precision. This program emphasizes responsible archery practices while nurturing qualities of confidence, respect, and environmental stewardship. **Scouts will complete requirements toward their Tiger, Wolf, and Bear Archery adventure loops.**

BB SHOOTING

Every Scout will learn the fundamentals of BB shooting in a safe and supportive environment. Experienced instructors will guide Scouts in mastering the proper handling and aiming techniques of BB guns. Through hands-on practice and personalized instruction, Scouts will gradually enhance their marksmanship skills, striving to achieve that exhilarating moment of hitting their first bull's eye. Beyond fostering safe shooting practices, the program aims to instill valuable qualities such as self-reliance, sportsmanship, and conservation awareness in the Scouts. **Scouts will complete requirements toward their Tiger, Wolf, and Bear BB Shooting adventure loop.**

BOATING

Immerse yourself in the tranquil waters of Memory Lake at Camp Tuckahoe. Scouts can explore the lake in a rowboat, canoe, or paddleboat, providing a diverse and engaging water experience. At the Waterfront, they'll receive comprehensive water safety instruction and be properly fitted and equipped with life jackets. As they master paddling, Scouts will navigate the lake's expanse, honing their skills and boosting their confidence. Whether leisurely or adventurous, Memory Lake's boating activities promise an unforgettable experience. **Scouts will complete requirements toward their Floats and Boats, Spirit of the Water, and Bears Afloat adventure loops.**

SWIMMING

Embark on an exhilarating aquatic adventure at Camp Tuckahoe's swimming pool. Scouts skill-build and learn water safety through meticulously crafted activities. They master fundamental strokes like the front crawl, backstroke, and breaststroke, receiving expert guidance from dedicated staff. Safety is paramount, with Scouts learning essential pool entry and exit methods. Beyond skill development, the pool fosters fun and camaraderie, making it a vibrant hub of splashing and cherished memories. Join us for an unforgettable summer of aquatic adventures. **Scouts will complete requirements toward their Tigers in the Water, Paws of Water, and Salmon Run adventure loops.**



BUILD YOUR ADVENTURE

In the "build your adventure" program, Scouts are empowered to select their preferred activities and adventure loops to engage with. Packs have the option to join together for activities or allow Scouts and their families to participate in personalized selections, adhering to Youth Protection Guidelines. Each activity will run roughly 60 minutes, with the initial session commencing at either 9:15 AM or 1:45 PM, depending on the program schedule. The subsequent activity will follow at either 10:30 AM or 3:00 PM accordingly. While Scouts can revisit activities, they are encouraged to explore a variety of experiences during their time at camp.

CLIMBING

Our climbing tower, specifically designed for younger and smaller climbers, provides a safe and engaging experience for Cub Scouts eager to scale new heights. It adds an exciting dimension to Camp Tuckahoe, allowing campers to conquer challenges and create lasting memories. While climbing, scouts can wear jeans or long pants, but they must wear sturdy, closed-toe shoes. All necessary equipment will be provided at the tower, ensuring a safe and enjoyable climbing experience for everyone.

CHAMPIONS OF NATURE

Immerse yourself in nature conservation with Scouts. These age-appropriate service projects allow Scouts to engage in meaningful activities like clearing brush, removing litter, and preventing soil erosion. Beyond accomplishment, Scouts witness the transformative power of their efforts, fostering a deep connection to nature. The Seven Leave No Trace principles teach valuable environmental stewardship lessons. Participating enhances the Scouting experience and instills lifelong environmental responsibility. **Scouts will complete a conservation project toward their Champions of Nature adventure loop.**

ROCKET BUILDERS

Embark on an exhilarating adventure with "Rocket Builders," designed especially for aspiring space explorers. Participants will unleash their creativity by crafting model space craft (paper airplanes) and test their launching skills against the vast expanse of the cosmos. With the guidance of expert Rocket Technicians, participants will engage in friendly competitions to determine which space craft travels the furthest and remains airborne the longest. Through experimentation and observation, participants will discover the secrets of spaceflight, exploring what factors contribute to superior rocket performance and how to enhance their rocket's aerodynamic and propulsion capabilities. "Rocket Engineers" promises not only excitement and friendly competition but also valuable insights into the principles of spaceflight and the thrill of hands-on experimentation, making it a centerpiece of the cosmic experience. **Scouts will complete requirements toward their Air of the Wolf adventure loop.**

FISHING

Embark on a peaceful and educational fishing adventure at Memory Lake. Our Nature Lodge will host a gathering of scouts before heading to the lake. Known for its tranquil waters and abundant aquatic life, scouts will learn about the various fish species at Camp Tuckahoe. They'll learn about choosing appealing bait, using fishing rods effectively, and casting techniques. Safety is a top priority, and scouts will learn essential rules for a secure experience. Whether you're a beginner or experienced angler, this trip promises unforgettable memories and enhances your fishing skills. **Scouts will complete requirements toward their Fish On, A Wolf Goes Fishing, and A Bear Goes Fishing adventure loops.**



SKY IS THE LIMIT

Get ready to blast off into a world of stars, planets, and possibilities! In the *Sky Is the Limit* adventure, Tigers will explore the wonders of astronomy and begin to understand the vast universe above us. With their den or adult partner by their side, they'll learn to use tools like telescopes, binoculars, and cameras to bring the night sky into focus. Scouts will discover constellations, uncover the stories behind them, and even create their own star patterns. Along the way, they'll connect science with creativity and tradition, seeing how the sky has inspired people across time and cultures. This adventure sparks curiosity, builds basic STEM skills, and encourages every Tiger to dream big. **Scouts will complete requirements toward their Sky is the Limit adventure loop.**

SPACE LAB ADVENTURE

Prepare for an explosion of scientific exploration and discovery with the Space Lab Adventure! In this captivating activity, Bear Scouts will don their lab coats and step into the role of space scientists, immersing themselves in many engaging experiments. From harnessing the power of water and unraveling the mysteries of color to exploring the electrifying world of electricity, Scouts will embark on a journey to uncover the secrets of the universe. Through hands-on experimentation and observation, they will uncover the principles governing these phenomena, gaining a deeper understanding of the cosmos around them. The Space Lab Adventure delivers not only excitement and intrigue but also invaluable insights into the wonders of science, igniting a passion for exploration and discovery that will endure long after camp concludes. Get ready to unleash your inner scientist! **Scouts will complete requirements toward their Super Science adventure loop.**

TUCKAHOE ADVENTURE

Embark on the Tuckahoe Adventure, where Scouts will embark on a journey of exploration and skill-building around camp. This immersive program not only teaches the importance of the buddy system but also introduces Scouts to the Cub Scout Six Essentials, crucial items for any outdoor activity. As they traverse a short hike around camp, Scouts will absorb essential outdoor skills, from setting up tents to mastering knots and navigation techniques. The Tuckahoe Adventure offers a hands-on and educational experience, equipping Scouts with the knowledge and confidence for their next campout. **Scouts will complete requirements toward their Let's Camp adventure loops.**

WHITTling (Bears ONLY)

In this hands-on activity, Scouts will delve into the fundamental principles of safe pocket knife usage, beginning with a thorough understanding and commitment to the Cub Scout Knife Safety Rules. Under the guidance of experienced instructors, Scouts will learn about the safety circle and practice safe carving techniques while completing a series of small carving projects. Through hands-on practice and guidance, Scouts will develop the skills and confidence to handle a pocket knife responsibly. Join us as we instill a lifelong commitment to safety and craftsmanship while exploring the art of pocketknife usage. **Scouts will complete requirements toward their Whittling adventure loop.**



CUB SCOUT SUMMER CAMP SCHEDULE

	DAY ONE	DAY TWO	DAY THREE	
7:00 AM		Polar Bear Swim	Den Time	
7:40 AM		Waiters Report	Waiters Report	
7:45 AM		Flag Raising	Flag Raising	
8:00 AM		Breakfast	Breakfast	
9:15 AM		Program 1	Program 3	
11:30 PM		Den Time	Den Time	
12:10 PM		Waiters Report	Waiters Report	
12:30 PM		Lunch	Lunch	
1:00 PM		Den Time	Den Time	
1:45 PM	Pack Arrival Check-In Camp Orientation Health Screenings Swim Tests	Program 2	Program 4	
4:00 PM		Open Program Time	Open Program Time	
5:00 PM		Den Time	Den Time	
5:40 PM	Waiters Report	Waiters Report		
5:45 PM	Flag Lowering	Flag Lowering	Closing Campfire	
6:00 PM	Dinner	Dinner		
6:30 PM		Family BBQ		
7:15 PM	Leaders' Meeting & Den Time	Interfaith Chapel Service	Pack Departure	
7:45 PM		Travel Time		
8:00 PM	Opening Campfire	Space Cadet Games		
8:30 PM				
9:00 PM	Quiet Time	Quiet Time		
9:30 PM				
10:00 PM	Lights Out	Lights Out		





WEBELOS/AOL

CAMP-WIDE PROGRAMS & ACTIVITIES

FLAG CEREMONIES – Daily, 7:45 AM and 5:45 PM

Demonstrate your patriotism by attending daily flag ceremonies or volunteer to assist the color guard with their duties. Our daily assemblies offer chances for communication and recognition, so make sure to arrive on time at Parade Field!

GALACTIC LUAU – Day Two 7:15 PM

In addition to daily opportunities to enjoy water activities at our pool, Scouts will have to keep space ready through a series of water challenges. It'll be a water carnival you won't soon forget! We'll be introducing new water games this year in addition to maintaining some of our old favorites, including the famous Leader's Belly-Flop Contest!

POLAR BEAR SWIM – Day Three 7:00 AM

In addition to daily opportunities to enjoy water activities at our pool, the Scouts will have to keep the rival knights at bay in a series of water challenges. It'll be a water carnival you won't soon forget! We'll be introducing new water games this year in addition to maintaining some of our old favorites, including the famous Leader's Belly-Flop Contest!

INTERFAITH CHAPEL SERVICE – Day Three, 7:15 PM

During every session this summer, Scouts will be invited to our Scouts' Own Service. These non-denominational, interfaith services are conducted at Tuckahoe's Memorial Mall, within sight of the Chapel of the Four Chaplains. Sounds will be sung, lessons will be offered, and all will recall the Scout's highest obligation is to do their duty to God and country.

MISSION: STAR HUNT – Day Three, 7:45 PM

Eons ago, a cache of cosmic crystals and rare stardust in what legend calls the Celestial Hoard was hidden. These treasures surpass anything known to humankind. Rumors echo of rival space marauders vying for the Hoard, daring to traverse perilous asteroid fields and risk awakening the ancient cosmic sentinel that guards the trove. We seek your aid to uncover the treasure first, so its bounty can be harnessed for the prosperity of the world.

POLAR PLUNGE – Day Four, 7:00 AM

Different than the Polar Bear Swim, the Polar Plunge takes place at Memory Lake. Just like your traditional Polar Plunge, Scouts and adults will be able to run into the ambient waters of the lake first thing in the morning.

SPACE CADET GAMES – Day Four, 7:15 PM

For many years, the Space Stations of Tuckahoe have been in competition with one another. But now, with the discovery of a valuable asteroid rich in resources, they must join forces to reach it before others do. In the Tuckahoe Space Games, cadets will compete in astronautical challenges to see who is best equipped to secure the bounty. These challenges will test your abilities and require you to draw upon all the skills you have mastered. Are you ready for the challenge?



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FAMILY NIGHT BARBECUE


What better way to conclude your stay at Tuckahoe than to host your family and friends for a little taste of the camping experience? Guests may arrive starting at 5 PM on the final day of each session and, for a small charge, join us for dinner. Guest may even plan to stay for the closing campfire show! Please inform your guests in advance of our requirements that all guests check in at our Camp Office upon arrival.





ADVENTURE INFORMATION


WEBELOS ADVENTURES

	AQUANAUT	
	Location:	Pool
	Requirements Completed:	#1, #2, #3, #4, #5, and #6


	ARCHERY	
	Location:	Archery Range
	Requirements Completed:	


	ARTS EXPLOSION	
	Location:	Cub Scout Pavilion
	Requirements Completed:	#1, #2, #3, and #4


	BB Guns	
	Location:	BB Range
	Requirements Completed:	


	CATCH THE BIG ONE	
	Location:	Nature Lodge
	Requirements Completed:	#1, #2, #3, #4, #5, #6, and #7




	CHAMPIONS OF NATURE	
	Location:	Nature Lodge
	Requirements Completed:	#1, #2, #3, #4, #5, and #6


	EARTH ROCKS	
	Location:	Treehouse
	Requirements Completed:	#1, #2, #3, and #4

	LET'S CAMP	
	Location:	Scoutcraft
	Requirements Completed:	#1, #2, #3, #4, #5, #6, #7, and #8


	PADDLE ONWARD	
	Location:	Waterfront
	Requirements Completed:	#2, #3, #4, #5, #6, #7, #8, and #9


	TECH ON THE TRAILS	
	Location:	Scoutcraft
	Requirements Completed:	#1, #2, #3, and #4


ARROW OF LIGHT ADVENTURES


	ARCHERY	
	Location:	Archery Range
	Requirements Completed:	





	BB	
	Location:	BB Range
	Requirements Completed:	

	ENGINEER	
	Location:	Cub Scout Pavilion
	Requirements Completed:	#1, #2, #3, #4, and #5


	FISHING	
	Location:	Nature Lodge
	Requirements Completed:	#1, #2, #3, #4, #5, #6, and #7


	HIGH TECH OUTDOORS	
	Location:	Scoutcraft
	Requirements Completed:	#1, #2, #3, and #4

	INTO THE WILD	
	Location:	Nature Lodge
	Requirements Completed:	#1, #2, #3, #4, and #5

	INTO THE WOODS	
	Location:	Scoutcraft
	Requirements Completed:	#1, #2, #3, #4, and #5



	PADDLE CRAFT	
	Location:	Waterfront
	Requirements Completed:	#2, #3, #4, #5, #6, #7, #8, and #9

	SWIMMING	
	Location:	Pool
	Requirements Completed:	#1, #2, #3, and #4

PROGRAM ACTIVITIES

Upon arriving at Camp Tuckahoe, each unit will be assigned to one of eight program rotation groups. The unit will then travel with that group for all scheduled program periods. Each day, color groups will have one session of assigned program (starting at the indicated location). During the other program time, Scouts will have the ability to “build their adventure” and choose two activities to participate in.

DAY TWO & THREE PROGRAM ROTATION SCHEDULE

	Program 1	Program 2	Program 3	Program 4
Red	Swimming	Build Your Adventure	Range Activities	Build Your Adventure
Orange	Build Your Adventure	Swimming	Build Your Adventure	Range Activities
Yellow	Climbing	Build Your Adventure	Swimming	Build Your Adventure
Green	Build Your Adventure	Climbing	Build Your Adventure	Swimming
Blue	Boating	Build Your Adventure	Climbing	Build Your Adventure
Purple	Build Your Adventure	Boating	Build Your Adventure	Climbing
Black	Range Activities	Build Your Adventure	Boating	Build Your Adventure
White	Build Your Adventure	Range Activities	Build Your Adventure	Boating

DAY FOUR & FIVE PROGRAM ROTATION SCHEDULE

	Program 5	Program 6	Program 7	Program 8
Red	Boating	Build Your Adventure	Climbing	Build Your Adventure
Orange	Build Your Adventure	Boating	Build Your Adventure	Climbing
Yellow	Range Activities	Build Your Adventure	Boating	Build Your Adventure
Green	Build Your Adventure	Range Activities	Build Your Adventure	Boating
Blue	Swimming	Build Your Adventure	Range Activities	Build Your Adventure
Purple	Build Your Adventure	Swimming	Build Your Adventure	Range Activities
Black	Climbing	Build Your Adventure	Swimming	Build Your Adventure
White	Build Your Adventure	Climbing	Build Your Adventure	Swimming

PROGRAM LOCATIONS

Swimming: Pool

Boating: Waterfront

Range Activities: Start at the Archery Range

Climbing: Climbing Tower

Fishing: Nature Lodge

Animal Expedition: Nature Lodge

Scouting Skills: Scoutcraft

Tuckahoe Adventurer: Scoutcraft

Art Explosion: Cub Scout Pavilion

Space Engineers: Frontier Fort

Earth Science: Treehouse

Astronauts of Discovery: Frontier Fort



ADVENTURE PROGRAMS

In our designated adventure programs, Scouts are assured of engaging in the most sought-after activities: archery shooting, BB shooting, boating, climbing, and swimming. As Scouts immerse themselves in these thrilling pursuits, they'll simultaneously advance their skills while enjoying quality time with family and friends. With an array of dynamic activities, Scouts can expect to experience the best summer camp has to offer.

BOATING

Immerse yourself in the serene waters of Memory Lake at Camp Tuckahoe with our exciting boating activities. Scouts will have the opportunity to navigate the lake using their choice of a rowboat, canoe, and paddleboat, offering a diverse and engaging water experience. At the Waterfront, Scouts will enjoy the thrill of boating and receive comprehensive instruction on water safety. Our staff will guide Scouts through the proper fitting and wearing of a life jacket, ensuring a secure and enjoyable experience. Scouts will master the art of using paddles to maneuver gracefully through the lake's expanse, fostering both skill and confidence. **Scouts will complete requirements toward their Paddle Onward and Paddle Craft adventure pins.**

CLIMBING

Specifically designed to cater to younger and smaller climbers, our climbing tower offers a safe and engaging experience for Cub Scouts eager to scale new heights. The climbing tower adds an exciting dimension to Camp Tuckahoe, allowing campers to conquer challenges and create lasting memories. Scouts may wear jeans or long pants while climbing but must wear sturdy, closed-toe shoes. **All necessary equipment will be provided at the tower, ensuring a safe and enjoyable climbing experience for all.**

RANGE ACTIVITIES

Archery Shooting at Camp Tuckahoe offers Scouts a chance to learn the timeless art of archery safely and skillfully. Instructed by dedicated staff, Scouts will master fundamentals like stance, grip, and release. Through patient guidance, they'll progress from novice to proficient archers, enjoying the satisfaction of hitting targets with increasing accuracy. This program emphasizes responsible archery practices while fostering confidence, respect, and environmental stewardship. **Scouts will complete requirements toward their Archery Shooting adventure pins.**

Every Scout learns the fundamentals of BB shooting in a safe environment. Experienced instructors guide them in handling and aiming BB guns. Hands-on practice and individualized instruction improve marksmanship skills, aiming for hitting the bull's eye. The program cultivates safe shooting practices, instills self-reliance, sportsmanship, and conservation awareness in Scouts. **Scouts will complete requirements toward their BB Shooting adventure pins.**

SWIMMING

Embark on an exhilarating aquatic adventure at Camp Tuckahoe's swimming pool. Scouts skill-build and learn water safety through meticulously crafted activities. Comprehensive instruction on fundamental strokes like the front crawl, backstroke, and breaststroke, along with expert technique refinement, ensures confidence and proficiency. Safety is paramount, with education on proper pool entry and exit techniques. Join us for a refreshing and memorable summer filled with splashes and aquatic adventures. **Scouts will complete requirements toward their Aquanaut and Swimming adventure pins.**



BUILD YOUR ADVENTURE

In the "build your adventure" program, Scouts are empowered to select their preferred activities and adventure loops to engage with. Packs have the option to join together for activities or allow Scouts and their families to participate in personalized selections, adhering to Youth Protection Guidelines. While Scouts can revisit activities, they are encouraged to explore a variety of experiences during their time at camp.

ANIMAL EXPEDITION (Day Four and Five)

With a focus on animal wildlife, Scouts will learn how to safely observe wildlife in their natural environments, gaining a deeper understanding of their behaviors and habitats. As they explore the lush surroundings, Scouts will uncover the intricate web of life that sustains our ecosystem, exploring the cohabitation of various animal species within the same area. From identifying native wildlife to learning about species that have sadly gone extinct from the region, Scouts will gain insight into the dynamic interplay between animals and their environment. Moreover, they will explore the impact of human interactions on these animals and discover how to be considerate stewards of their natural habitats. **Scouts will complete requirements toward their Champions of Nature and Into the Wild adventure pins.**

ART EXPLOSION (Day Two and Three)

Scouts will unleash their creativity and hone their artistic talents through a variety of engaging projects. Under the open sky, surrounded by the beauty of nature, Scouts will immerse themselves in drawing, capturing the essence of their surroundings through various drawing techniques. From sketching the intricate details of foliage to rendering the gentle sway of branches, Scouts will learn to appreciate the natural world through art. In addition to traditional methods, Scouts will embark on a digital journey, discovering how to manipulate images to add a unique twist to reality. And what's a true art adventure without some paint? Scouts will splash colors with abandon, allowing their imagination to guide them as they create masterpieces that reflect their inner creativity. **Scouts will complete requirements toward their Art Explosion adventure pin.**

EARTH SCIENCE (Day Four and Five)

Scouts will delve deep into the fascinating world of rocks, uncovering the mysteries of sedimentary, igneous, and metamorphic formations. Armed with newfound knowledge, Scouts will explore the inner workings of rocks by cracking them open to reveal their hidden secrets. With an abundance of rocks right beneath their feet, Scouts will learn how to identify various rock types, gaining a deeper appreciation for the geological diversity of their surroundings. But the adventure doesn't stop there! Scouts will also have the opportunity to nurture their green thumbs as they engage in a bit of gardening, growing their very own crystals to take home as cherished souvenirs of their camp experience. **Scouts will complete requirements toward their Earth Rocks adventure pin.**

FISHING (Day Two and Three)

Embark on a tranquil and educational fishing experience. Scouts will gather at our Nature Lodge before venturing to Memory Lake, where the serene waters hold a wealth of aquatic wonders. Scouts will delve into the fascinating world of fishing, learning about the diverse fish species inhabiting Camp Tuckahoe. They will discover the art of selecting the most enticing bait to lure in their aquatic counterparts and receive hands-on instruction on a fishing rod's proper use and casting techniques. Emphasizing safety, Scouts will also be acquainted with essential rules to ensure a secure and enjoyable fishing experience. Whether novice anglers or seasoned fishermen, Scouts are bound to create lasting memories while connecting with nature and honing their fishing skills. **Scouts will complete requirements toward their Catch the Big One and Fishing adventure pins.**



SPACE ENGINEERS (Day Two and Three)

Lots of people have great ideas: flying to the moon, tunneling under rivers, building robots that walk and talk, or making triple-loop rollercoasters. Engineers turn those ideas into reality. They use science, math, and creative thinking to improve people's lives. In this Adventure, you will learn what engineers do. Even better, you can do some engineering projects of your own. So put on your thinking cap and get ready to think like an engineer! **Scouts will complete requirements toward their Engineer adventure pin.**

ASTRONAUTS OF DISCOVERY (Day Four and Five)

Space exploration invites us with questions like "What is it?" "How does it work?" and "How did it come to be that way?" In the Astronauts of Discovery activity, Scouts will uncover the secrets behind these questions and explore the methods scientists use to demystify the universe. As aspiring astronauts, Scouts will have the opportunity to create and conduct their own space-themed experiments, venturing into the realms of astronomy, astrophysics, planetary science, and more. Equipped with curiosity and their trusty logbook, Scouts will unravel the complexities of the cosmos while gaining invaluable insights into the captivating world of space exploration.

SCOUTING SKILLS (Day Four and Five)

Amidst the breathtaking natural beauty of our surroundings, Scouts will delve into the fascinating world of trees that populate Camp Tuckahoe, learning to identify them and understanding their significance to local wildlife. Through immersive experiences in nature, Scouts will develop a deeper connection to the environment while honing their ability to navigate the wilderness safely. Equipped with essential knowledge, Scouts will explore the practical applications of GPS technology, discovering how it can aid in planning hikes and ensuring a secure return home. With a focus on outdoor proficiency and environmental stewardship, the Scouting Skills program empowers Scouts to embrace the wonders of nature while cultivating invaluable skills for a lifetime of adventure. **Scouts will complete requirements toward their Tech on the Trails and Into the Woods adventure pins.**

TUCKAHOE ADVENTURER (Day Two and Three)

Guided by the spirit of adventure and wilderness proficiency, Scouts will dive into a world of practical outdoor skills designed to enhance their camping experiences. From mastering the art of safely starting a campfire to understanding the essential components for its success, Scouts will immerse themselves in the age-old tradition of firecraft. Amidst crackling flames, Scouts will also learn a repertoire of handy knots, invaluable tools for securing shelters and gear both at camp and back home. Throughout their adventures, Scouts will embrace the ethos of the Outdoor Code and the principles of Leave No Trace, ensuring minimal impact on the environment while maximizing their outdoor enjoyment. **Scouts will complete requirements toward their Let's Camp and High Tech Outdoors adventure pins.**

ARROW OF LIGHT OUTPOST

The Arrow of Light Outpost program is designed to provide an enriching experience rather than focus on advancement. Arrow of Light Scouts embark on a four-mile hike along the Appalachian Trail, beginning with a thorough review of what to pack and important pre-hike preparations. Following the hike, Scouts will learn fire-starting techniques and use their newly built fires to cook lunch on the trail. In addition to the hike, the program includes various hands-on activities such as learning the principles of Leave No Trace, launching rockets, making and tying ropes, and constructing emergency wilderness shelters. This full-day program is tailored specifically for Arrow of Light Scouts. Packs and families can choose the day that best fits their desired schedule to participate.



WEBELOS/AOL SUMMER CAMP SCHEDULE

	DAY ONE	DAY TWO	DAY THREE	DAY FOUR	DAY FIVE
7:00 AM			Polar Bear Swim	Polar Plunge	Packing Time
7:40 AM		Waiters Report	Waiters Report	Waiters Report	Waiters Report
7:45 AM		Flag Raising	Flag Raising	Flag Raising	Flag Raising
8:00 AM		Breakfast	Breakfast	Breakfast	Breakfast
9:30 AM		Program 1	Program 3	Program 5	Program 7
11:30 AM		Den Time	Den Time	Den Time	Den Time
12:10 PM		Waiters Report	Waiters Report	Waiters Report	Waiters Report
12:30 PM		Lunch	Lunch	Lunch	Lunch
1:00 PM		Den Time	Den Time	Den Time	Den Time
2:00 PM	Pack Arrival Check-In Camp Orientation Health Screenings Swim Tests	Program 2	Program 4	Program 6	Program 8
4:00 PM		Open Program	Open Program	Open Program	Open Program
5:00 PM		Den Time	Den Time	Den Time	Den Time
5:40 PM	Waiters Report	Waiters Report	Waiters Report	Waiters Report	
5:45 PM	Flag Lowering	Flag Lowering	Flag Lowering	Flag Lowering	Closing Campfire
6:00 PM	Dinner	Dinner	Dinner	Dinner	
6:30 PM					Family BBQ
7:15 PM	Leaders' Meeting & Den Time	Galactic Luau	Chapel Service	Space Cadet Games	Pack Departure
8:00 PM	Opening Campfire		Mission: Star Hunt		
8:30 PM					
9:00 PM	Den Time	Den Time	Den Time	Den Time	
9:30 PM					
10:00 PM	Lights Out	Lights Out	Lights Out	Lights Out	



A young boy is climbing a wooden rock wall. He is wearing an orange helmet with the word 'EDGE' on it, a black t-shirt, and a yellow safety harness. He is holding onto a rope and a wooden handle. The background is a blurred green forest. The text 'PACK CAMP' is overlaid in white on a green rectangular background.

PACK CAMP

CAMP-WIDE PROGRAMS & ACTIVITIES

FLAG CEREMONIES – Daily, 7:45 AM and 5:45 PM

Demonstrate your patriotism by attending daily flag ceremonies or volunteer to assist the color guard with their duties. Our daily assemblies offer chances for communication and recognition, so make sure to arrive on time at Parade Field!

INTERFAITH CHAPEL SERVICE – Day Three, 7:00 PM

During every session this summer, Scouts will be invited to our Scouts' Own Service. These non-denominational, interfaith services are conducted at Tuckahoe's Memorial Mall, within sight of the Chapel of the Four Chaplins. Sounds will be sung, lessons will be offered, and all will recall the Scout's highest obligation is to do their duty to God and country.

GALACTIC LUAU – Day Two, 7:30 PM

In addition to daily opportunities to enjoy water activities at our pool, Scouts will have to keep space ready through a series of water challenges. It'll be a water carnival you won't soon forget! We'll be introducing new water games this year in addition to maintaining some of our old favorites, including the famous Leader's Belly-Flop Contest!

POLAR BEAR SWIM – Day Three, 7:00 AM

In addition to daily opportunities to enjoy water activities at our pool, the Scouts will have to keep the rival knights at bay in a series of water challenges. It'll be a water carnival you won't soon forget! We'll be introducing new water games this year in addition to maintaining some of our old favorites, including the famous Leader's Belly-Flop Contest!

Stardust Bonfire – Day Three, 5:45 PM

Join us for the Stardust Bonfire, a lively celebration where campers take center stage! This special campfire event invites each pack to showcase their spirit with a prepared song, skit, or cheer, delighting the entire camp community. Our talented staff will also entertain with their own engaging skits. Following the bonfire, families are warmly welcomed to continue the festivities at our Family BBQ. Don't miss this fun-filled evening of creativity, laughter, and camaraderie under the stars!

POLAR PLUNGE – Day Four, 7:00 AM

Different than the Polar Bear Swim, the Polar Plunge takes place at Memory Lake. Just like your traditional Polar Plunge, Scouts and adults will be able to run into the ambient waters of the lake first thing in the morning.

SPACE CADET GAMES – Day Four, 7:15 PM

For many years, the Space Stations of Tuckahoe have been in competition with one another. But now, with the discovery of a valuable asteroid rich in resources, they must join forces to reach it before others do. In the Tuckahoe Space Games, cadets will compete in astronautical challenges to see who is best equipped to secure the bounty. These challenges will test your abilities and require you to draw upon all the skills you have mastered. Are you ready for the challenge?



CUB WORLD OVERNIGHT EXCURSION

While your campsite will serve as “home base” during you stay at Tuckahoe, every Pack can schedule an overnight excursion to sleep in one of our Cub World theme areas. Reservations will be honored in the order they are received until all spaces are full, so don't wait until the last minute to stake your claim! Please indicate your preference when you register for camp, and expect to be informed of your assignment on the evening of your arrival.

The Fort and Castle, perennial favorites, each accommodate 40 campers. The Teepee Village has space for 36 campers, while the Pirate Ship can accommodate 20. Please note that, while not quite as weatherproof as our other options, in fair weather the teepees and ship can provide overnight experiences that are impossible to beat!

Participants in this program will transport their own gear from the campsite, so we suggest limiting your overnight gear to what can comfortably carry (a sleeping bag and pillow would suit most campers). You should also plan to awaken early to return to your campsite, clean up, and still make it to our morning flag raising ceremony on time.


FAMILY NIGHT BARBECUE


What better way to conclude your stay at Tuckahoe than to host your family and friends for a little taste of the camping experience? Guests may arrive starting at 5 PM on the final day of each session and, for a small charge, join us for dinner. Guest may even plan to stay for the closing campfire show! Please inform your guests in advance of our requirements that all guests check in at our Camp Office upon arrival.





ADVENTURE INFORMATION


WOLF ADVENTURES

	A WOLF GOES FISHING	
	Location:	Nature Lodge
	Requirements Completed:	#1, #2, #3, #4, and #5


	AIR OF THE WOLF	
	Location:	Frontier Fort
	Requirements Completed:	#1, #2, #3, and #4


	ARCHERY	
	Location:	Archery Range
	Requirements Completed:	

	BB Guns	
	Location:	BB Range
	Requirements Completed:	


	CHAMPIONS OF NATURE	
	Location:	Treehouse
	Requirements Completed:	#1, #2, #3, and #4





	PAWS FOR WATER	
	Location:	Pool
	Requirements Completed:	#1, #2, #3, #4, #5, and #6


	SPIRIT OF THE WATER	
	Location:	Waterfront
	Requirements Completed:	#1, #2, #3, and #4

BEAR ADVENTURES


	A BEAR GOES FISHING	
	Location:	Nature Lodge
	Requirements Completed:	#1, #2, #3, #4, #5, and #6


	ARCHERY	
	Location:	Archery Range
	Requirements Completed:	


	BB GUNS	
	Location:	BB Range
	Requirements Completed:	


	BEARS AFLOAT	
	Location:	Waterfront
	Requirements Completed:	#2, #3, #4, #5, #6, and #7




	CHAMPIONS FOR NATURE	
	Location:	Treehouse
	Requirements Completed:	#1, #2, #3, #4, and #5


	SALMON RUN	
	Location:	Pool
	Requirements Completed:	#1, #2, #3, #4, and #6

	SUPER SCIENCE	
	Location:	Frontier Fort
	Requirements Completed:	#1, #2, #3, and #4


	WHITTLING	
	Location:	Cub Scout Pavilion
	Requirements Completed:	#1, #2, #3, and #4


WEBELOS ADVENTURES


	AQUANAUT	
	Location:	Pool
	Requirements Completed:	#1, #2, #3, #4, #5, and #6


	ARCHERY	
	Location:	Archery Range
	Requirements Completed:	





	ARTS EXPLOSION	
	Location:	Cub Scout Pavilion
	Requirements Completed:	#1, #2, #3, and #4

	BB Guns	
	Location:	BB Range
	Requirements Completed:	


	CATCH THE BIG ONE	
	Location:	Nature Lodge
	Requirements Completed:	#1, #2, #3, #4, #5, #6, and #7


	CHAMPIONS OF NATURE	
	Location:	Nature Lodge
	Requirements Completed:	#1, #2, #3, #4, #5, and #6

	EARTH ROCKS	
	Location:	Treehouse
	Requirements Completed:	#1, #2, #3, and #4


	LET'S CAMP	
	Location:	Scoutcraft
	Requirements Completed:	#1, #2, #3, #4, #5, #6, #7, and #8





	PADDLE ONWARD	
	Location:	Waterfront
	Requirements Completed:	#2, #3, #4, #5, #6, #7, #8, and #9


	TECH ON THE TRAILS	
	Location:	Scoutcraft
	Requirements Completed:	#1, #2, #3, and #4


ARROW OF LIGHT ADVENTURES


	ARCHERY	
	Location:	Archery Range
	Requirements Completed:	


	BB	
	Location:	BB Range
	Requirements Completed:	


	ENGINEER	
	Location:	Cub Scout Pavilion
	Requirements Completed:	#1, #2, #3, #4, and #5


	FISHING	
	Location:	Nature Lodge
	Requirements Completed:	#1, #2, #3, #4, #5, #6, and #7

	HIGH TECH OUTDOORS	
	Location:	Scoutcraft
	Requirements Completed:	#1, #2, #3, and #4

	INTO THE WILD	
	Location:	Nature Lodge
	Requirements Completed:	#1, #2, #3, #4, and #5

	INTO THE WOODS	
	Location:	Scoutcraft
	Requirements Completed:	#1, #2, #3, #4, and #5

	PADDLE CRAFT	
	Location:	Waterfront
	Requirements Completed:	#2, #3, #4, #5, #6, #7, #8, and #9

	SWIMMING	
	Location:	Pool
	Requirements Completed:	#1, #2, #3, and #4

PROGRAM ACTIVITIES

Upon arriving at Camp Tuckahoe, each unit will be assigned to one of eight program rotation groups. The unit will then travel with that group for all scheduled program periods. Each day, color groups will have one session of assigned program (starting at the indicated location). During the other program time, Scouts will have the ability to “build their adventure” and choose what activities to participate in.

DAY TWO & THREE PROGRAM ROTATION SCHEDULE

	Program 1	Program 2	Program 3	Program 4
Red	Aquatics (start at pool)	Build Your Adventure	Ranges (start at archery)	Build Your Adventure
Orange	Aquatics (start at lake)	Build Your Adventure	Ranges (start at BB)	Build Your Adventure
Yellow	Build Your Adventure	Aquatics (start at pool)	Build Your Adventure	Ranges (start at archery)
Green	Build Your Adventure	Aquatics (start at lake)	Build Your Adventure	Ranges (start at BB)
Blue	Build Your Adventure	Ranges (start at archery)	Build Your Adventure	Aquatics (start at pool)
Purple	Build Your Adventure	Ranges (start at BB)	Build Your Adventure	Aquatics (start at lake)
Black	Ranges (start at archery)	Build Your Adventure	Aquatics (start at pool)	Build Your Adventure
White	Ranges (start at BB)	Build Your Adventure	Aquatics (start at lake)	Build Your Adventure

DAY FOUR & FIVE PROGRAM ROTATION SCHEDULE

	Program 5	Program 6	Program 7	Program 8
Red	Aquatics (start at pool)	Build Your Adventure	Ranges (start at archery)	Build Your Adventure
Orange	Aquatics (start at lake)	Build Your Adventure	Ranges (start at BB)	Build Your Adventure
Yellow	Build Your Adventure	Aquatics (start at pool)	Build Your Adventure	Ranges (start at archery)
Green	Build Your Adventure	Aquatics (start at lake)	Build Your Adventure	Ranges (start at BB)
Blue	Build Your Adventure	Ranges (start at archery)	Build Your Adventure	Aquatics (start at pool)
Purple	Build Your Adventure	Ranges (start at BB)	Build Your Adventure	Aquatics (start at lake)
Black	Ranges (start at archery)	Build Your Adventure	Aquatics (start at pool)	Build Your Adventure
White	Ranges (start at BB)	Build Your Adventure	Aquatics (start at lake)	Build Your Adventure

PROGRAM LOCATIONS

Archery Range: Archery

Arrow of Light Outpost: meet outside of Trading Post

BB Range: BB Guns

Climbing Tower: Climbing

Cub Scout Pavilion: Whittling and Art Explosion

Frontier Fort: Rocket Builders, Sky is the Limit, Space Engineers, and Space Lab Adventure

Nature Lodge: Fishing

Pool: Swimming

Scoutcraft: Tuckahoe Adventure and Scouting Skills

Treehouse: Champions of Nature and Earth Science

Waterfront: Boating



ADVENTURE PROGRAMS

In our designated adventure programs, Scouts are assured of engaging in the most sought-after activities: archery shooting, BB shooting, boating, and swimming. As Scouts immerse themselves in these thrilling pursuits, they'll simultaneously advance their skills while enjoying quality time with family and friends. With an array of dynamic activities, Scouts can expect to experience the best summer camp has to offer.

ARCHERY SHOOTING

Archery Shooting at Camp Tuckahoe provides Scouts with a chance to explore the ancient art of archery, prioritizing safety and skill development. Under the guidance of experienced instructors, Scouts will master the basics of archery, including proper stance, grip, and release techniques. Through consistent practice and encouragement, they'll gradually advance from beginners to skilled archers, enjoying the thrill of hitting targets with increasing precision. This program emphasizes responsible archery practices while nurturing qualities of confidence, respect, and environmental stewardship.

BB SHOOTING

Every Scout will learn the fundamentals of BB shooting in a safe and supportive environment. Experienced instructors will guide Scouts in mastering the proper handling and aiming techniques of BB guns. Through hands-on practice and personalized instruction, Scouts will gradually enhance their marksmanship skills, striving to achieve that exhilarating moment of hitting their first bull's eye. Beyond fostering safe shooting practices, the program aims to instill valuable qualities such as self-reliance, sportsmanship, and conservation awareness in the Scouts.

BOATING

Immerse yourself in the tranquil waters of Memory Lake at Camp Tuckahoe. Scouts can explore the lake in a rowboat, canoe, or paddleboat, providing a diverse and engaging water experience. At the Waterfront, they'll receive comprehensive water safety instruction and be properly fitted and equipped with life jackets. As they master paddling, Scouts will navigate the lake's expanse, honing their skills and boosting their confidence. Whether leisurely or adventurous, Memory Lake's boating activities promise an unforgettable experience.

SWIMMING

Embark on an exhilarating aquatic adventure at Camp Tuckahoe's swimming pool. Scouts skill-build and learn water safety through meticulously crafted activities. They master fundamental strokes like the front crawl, backstroke, and breaststroke, receiving expert guidance from dedicated staff. Safety is paramount, with Scouts learning essential pool entry and exit methods. Beyond skill development, the pool fosters fun and camaraderie, making it a vibrant hub of splashing and cherished memories. Join us for an unforgettable summer of aquatic adventures.



BUILD YOUR ADVENTURE

In the "build your adventure" program, Scouts are empowered to select their preferred activities and adventure loops to engage with. Packs have the option to join together for activities or allow Scouts and their families to participate in personalized selections, adhering to Youth Protection Guidelines. Each activity will run roughly 60 minutes, with the initial session commencing at either 9:15 AM or 1:45 PM, depending on the program schedule. The subsequent activity will follow at either 10:30 AM or 3:00 PM accordingly. While Scouts can revisit activities, they are encouraged to explore a variety of experiences during their time at camp.

ARROW OF LIGHT OUTPOST

The Arrow of Light Outpost program is designed to provide an enriching experience rather than focus on advancement. Arrow of Light Scouts embark on a four-mile hike along the Appalachian Trail, beginning with a thorough review of what to pack and important pre-hike preparations. Following the hike, Scouts will learn fire-starting techniques and use their newly built fires to cook lunch on the trail. In addition to the hike, the program includes various hands-on activities such as learning the principles of Leave No Trace, launching rockets, making and tying ropes, and constructing emergency wilderness shelters. This full-day program is tailored specifically for Arrow of Light Scouts. Packs and families can choose the day that best fits their desired schedule to participate.

ART EXPLOSION (Day Four and Five)

Scouts will unleash their creativity and hone their artistic talents through a variety of engaging projects. Under the open sky, surrounded by the beauty of nature, Scouts will immerse themselves in drawing, capturing the essence of their surroundings through various drawing techniques. From sketching the intricate details of foliage to rendering the gentle sway of branches, Scouts will learn to appreciate the natural world through art. In addition to traditional methods, Scouts will embark on a digital journey, discovering how to manipulate images to add a unique twist to reality. And what's a true art adventure without some paint? Scouts will splash colors with abandon, allowing their imagination to guide them as they create masterpieces that reflect their inner creativity. **Scouts will complete requirements toward their Art Explosion adventure pin.**

CLIMBING (Day Two, Three, Four, and Five)

Our climbing tower, specifically designed for younger and smaller climbers, provides a safe and engaging experience for Cub Scouts eager to scale new heights. It adds an exciting dimension to Camp Tuckahoe, allowing campers to conquer challenges and create lasting memories. While climbing, scouts can wear jeans or long pants, but they must wear sturdy, closed-toe shoes. All necessary equipment will be provided at the tower, ensuring a safe and enjoyable climbing experience for everyone.

CHAMPIONS OF NATURE (Day Two and Three)

Immerse yourself in nature conservation with Scouts. These age-appropriate service projects allow Scouts to engage in meaningful activities like clearing brush, removing litter, and preventing soil erosion. Beyond accomplishment, Scouts witness the transformative power of their efforts, fostering a deep connection to nature. The Seven Leave No Trace principles teach valuable environmental stewardship lessons. Participating enhances the Scouting experience and instills lifelong environmental responsibility. **Scouts will complete a conservation project toward their Champions of Nature and Into the Wild adventure loop.**



EARTH SCIENCE (Day Four and Five)

Scouts will delve deep into the fascinating world of rocks, uncovering the mysteries of sedimentary, igneous, and metamorphic formations. Armed with newfound knowledge, Scouts will explore the inner workings of rocks by cracking them open to reveal their hidden secrets. With an abundance of rocks right beneath their feet, Scouts will learn how to identify various rock types, gaining a deeper appreciation for the geological diversity of their surroundings. But the adventure doesn't stop there! Scouts will also have the opportunity to nurture their green thumbs as they engage in a bit of gardening, growing their very own crystals to take home as cherished souvenirs of their camp experience. **Scouts will complete requirements toward their Earth Rocks adventure pin.**

FISHING (Day Two and Three)

Embark on a tranquil and educational fishing experience. Scouts will gather at our Nature Lodge before venturing to Memory Lake, where the serene waters hold a wealth of aquatic wonders. Scouts will delve into the fascinating world of fishing, learning about the diverse fish species inhabiting Camp Tuckahoe. They will discover the art of selecting the most enticing bait to lure in their aquatic counterparts and receive hands-on instruction on a fishing rod's proper use and casting techniques. Emphasizing safety, Scouts will also be acquainted with essential rules to ensure a secure and enjoyable fishing experience. Whether novice anglers or seasoned fishermen, Scouts are bound to create lasting memories while connecting with nature and honing their fishing skills.

ROCKET BUILDERS (Day Two and Three)

Embark on an exhilarating adventure with "Rocket Builders," designed especially for aspiring space explorers. Participants will unleash their creativity by crafting model space craft (paper airplanes) and test their launching skills against the vast expanse of the cosmos. With the guidance of expert Rocket Technicians, participants will engage in friendly competitions to determine which space craft travels the furthest and remains airborne the longest. Through experimentation and observation, participants will discover the secrets of spaceflight, exploring what factors contribute to superior rocket performance and how to enhance their rocket's aerodynamic and propulsion capabilities. "Rocket Engineers" promises not only excitement and friendly competition but also valuable insights into the principles of spaceflight and the thrill of hands-on experimentation, making it a centerpiece of the cosmic experience. **Scouts will complete requirements toward their Air of the Wolf adventure loop.**

SPACE ENGINEERS (Day Four and Five)

Lots of people have great ideas: flying to the moon, tunneling under rivers, building robots that walk and talk, or making triple-loop rollercoasters. Engineers turn those ideas into reality. They use science, math, and creative thinking to improve people's lives. In this Adventure, you will learn what engineers do. Even better, you can do some engineering projects of your own. So put on your thinking cap and get ready to think like an engineer! **Scouts will complete requirements toward their Engineer adventure pin.**

SPACE LAB ADVENTURE (Day Two and Three)

Prepare for an explosion of scientific exploration and discovery with the Space Lab Adventure! In this captivating activity, Bear Scouts will don their lab coats and step into the role of space scientists, immersing themselves in many engaging experiments. From harnessing the power of water and unraveling the mysteries of color to exploring the electrifying world of electricity, Scouts will embark on a journey to uncover the secrets of the universe. Through hands-on experimentation and observation, they will uncover the principles governing these phenomena, gaining a deeper understanding of the cosmos around them. The Space Lab Adventure delivers not only excitement and intrigue but also invaluable insights into the wonders of science, igniting a passion for exploration and discovery that will endure long after camp concludes. Get ready to unleash your inner scientist! **Scouts will complete requirements toward their Super Science adventure loop.**



SCOUTING SKILLS (Day Four and Five)

Amidst the breathtaking natural beauty of our surroundings, Scouts will delve into the fascinating world of trees that populate Camp Tuckahoe, learning to identify them and understanding their significance to local wildlife. Through immersive experiences in nature, Scouts will develop a deeper connection to the environment while honing their ability to navigate the wilderness safely. Equipped with essential knowledge, Scouts will explore the practical applications of GPS technology, discovering how it can aid in planning hikes and ensuring a secure return home. With a focus on outdoor proficiency and environmental stewardship, the Scouting Skills program empowers Scouts to embrace the wonders of nature while cultivating invaluable skills for a lifetime of adventure. **Scouts will complete requirements toward their Tech on the Trails and Into the Woods adventure pins.**

TUCKAHOE ADVENTURE (Day Two and Three)

Guided by the spirit of adventure and wilderness proficiency, Scouts will dive into a world of practical outdoor skills designed to enhance their camping experiences. From mastering the art of safely starting a campfire to understanding the essential components for its success, Scouts will immerse themselves in the age-old tradition of fire craft. Amidst crackling flames, Scouts will also learn a repertoire of handy knots, invaluable tools for securing shelters and gear both at camp and back home. Throughout their adventures, Scouts will embrace the ethos of the Outdoor Code and the principles of Leave No Trace, ensuring minimal impact on the environment while maximizing their outdoor enjoyment. **Scouts will complete requirements toward their Let's Camp and High Tech Outdoors adventure pins.**

WHITTILING (Bears ONLY, Day Two and Three)

In this hands-on activity, Scouts will delve into the fundamental principles of safe pocket knife usage, beginning with a thorough understanding and commitment to the Cub Scout Knife Safety Rules. Under the guidance of experienced instructors, Scouts will learn about the safety circle and practice safe carving techniques while completing a series of small carving projects. Through hands-on practice and guidance, Scouts will develop the skills and confidence to handle a pocket knife responsibly. Join us as we instill a lifelong commitment to safety and craftsmanship while exploring the art of pocketknife usage. **Scouts will complete requirements toward their Whittling adventure loop.**



PACK SUMMER CAMP SCHEDULE

	DAY ONE	DAY TWO	DAY THREE	DAY FOUR	DAY FIVE
7:00 AM		Den Time	Polar Bear Swim	Polar Plunge	Packing Time
7:40 AM		Waiters Report	Waiters Report	Waiters Report	Waiters Report
7:45 AM		Flag Raising	Flag Raising	Flag Raising	Flag Raising
8:00 AM		Breakfast	Breakfast	Breakfast	Breakfast
9:15 AM		Program 1	Program 3	Program 5	Program 7
11:30 AM		Den Time	Den Time	Den Time	Den Time
12:10 PM		Waiters Report	Waiters Report	Waiters Report	Waiters Report
12:30 PM		Lunch	Lunch	Lunch	Lunch
1:45 PM			Program 2	Program 4	Program 6
2:00 PM	Pack Arrival Check-In Camp Orientation Health Screenings Swim Tests	Open Program	Open Program	Open Program	Open Program
4:00 PM		Den Time	Den Time	Den Time	Den Time
5:00 PM		Waiters Report		Waiters Report	
5:40 PM	Waiters Report	Waiters Report	Stardust Bonfire	Waiters Report	Closing Campfire & Dinner
5:45 PM	Flag Lowering	Flag Lowering		Flag Lowering	
6:00 PM	Dinner	Dinner		Dinner	
6:30 PM					
7:00 PM	Leaders' Meeting & Den Time	Chapel Service	Family BBQ	Space Cadet Games	Pack Departure
8:00 PM	Opening Campfire	Tuckahoe Luau	Cub Scouts Departure		
8:30 PM					
9:00 PM	Den Time	Den Time	Den Time	Den Time	
9:30 PM					
10:00 PM	Lights Out	Lights Out	Lights Out	Lights Out	

